CMPS 312

Declarative UI using Jetpack Compose

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Outline

1. Jetpack Compose Key Concepts
2. UI Components
3. Modifiers
4. Layouts
5. State

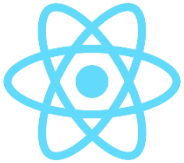
Jetpack Compose Key Concepts

Declarative UI is a major trend

- Describe WHAT to see NOT HOW

Flutter: Google's UI toolkit for building natively compiled applications for mobile, web and desktop from a single codebase

SwiftUI: Apple’s new declarative framework for creating apps that run on iOS



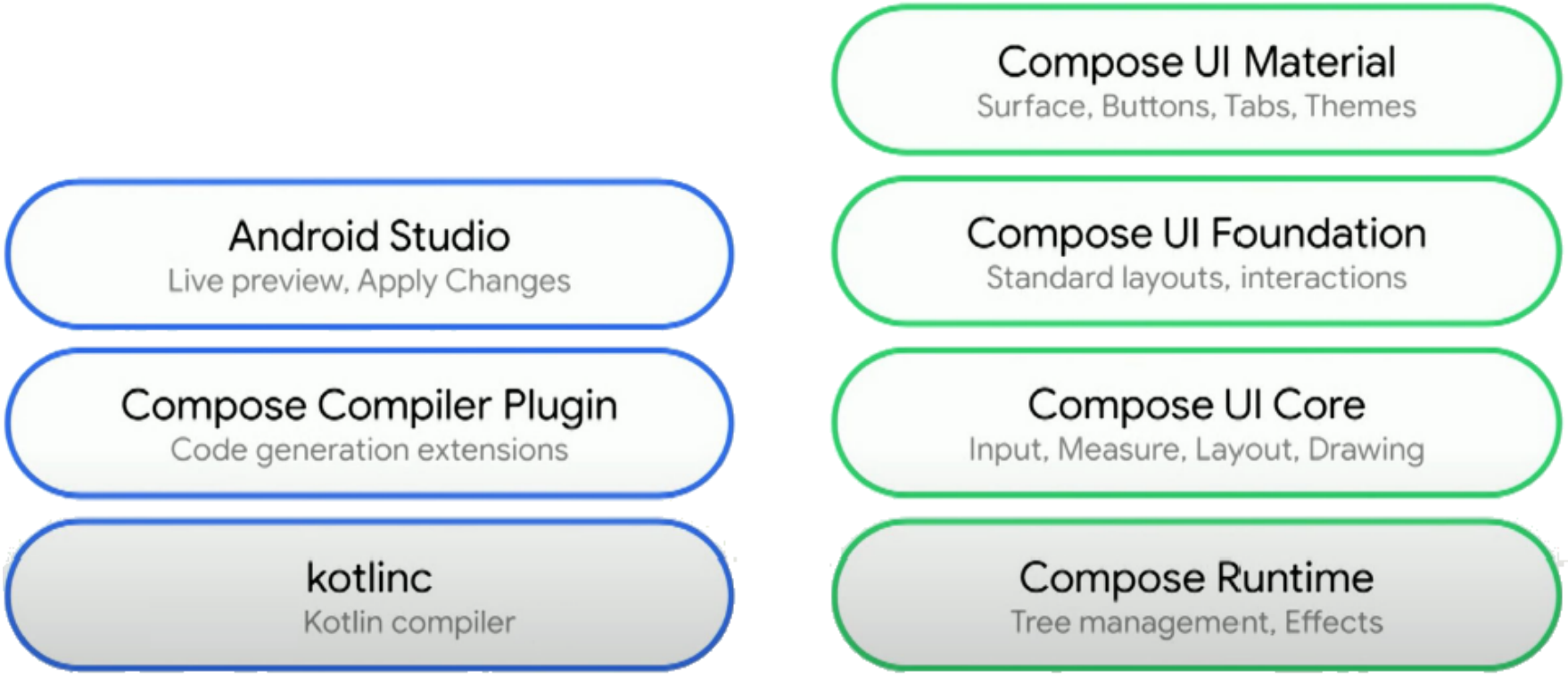
React: A JavaScript library for building user interfaces

Jetpack Compose: a **modern toolkit** for building native Android UI (released July 2021)

Jetpack Compose

- Jetpack Compose is a **modern toolkit** for building native Android UI
  - It simplifies UI development with less code and intuitive Kotlin APIs that follow best practices
- A **declarative component-based programming model**
  - UI is built using composable functions
    - Each function define a piece the app's UI programmatically by **describing WHAT to see** (layout/ look and feel) **NOT HOW**
  - As state changes the UI automatically updates (Reactive UI)
  - Inspired by/similar to other declarative UI frameworks such as React and Flutter

Inside Jetpack Compose



Build time (development host)

Runtime (on device)

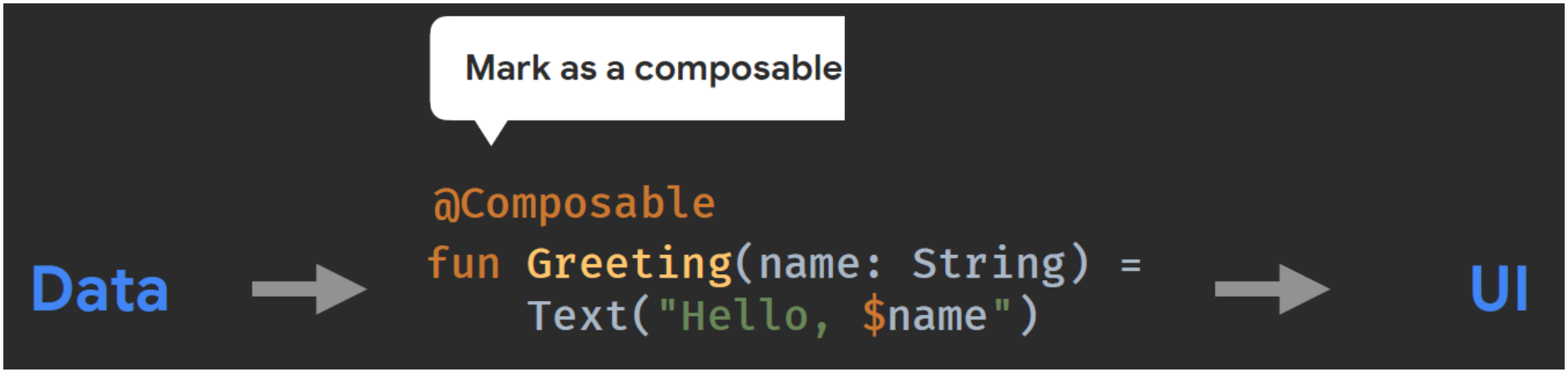
[What's new in Jetpack Compose (Android Dev Summit '19)]

How to define a piece of UI?

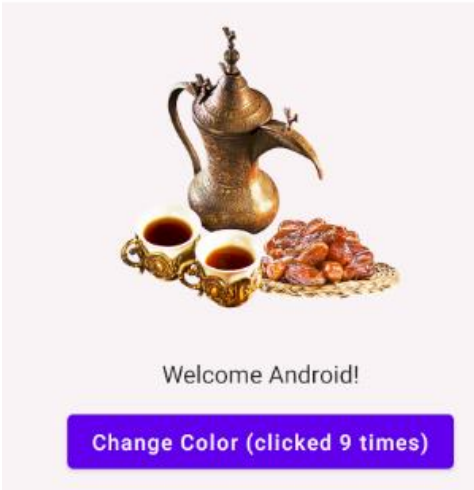
- UI is **composed** of small reusable **components**
- UI Component = Composable **function**:
  - Just a function annotated with **@Composable**
  - Take some inputs and return a piece of UI
  - Describe the UI based on the provided parameters
    - Describes **WHAT to see** NOT HOW (@Composable does the magic for HOW)

  - **UI = f(state) : UI is a visual representation of state**
  - **State changes trigger automatic update of the UI**

UI as a function



Composition



- UI = Composition of UI functions
- UI Function = Building blocks

```
@Composable
fun WelcomeScreen() {
    var userName by remember { mutableStateOf( value: "Android") }
    Column {  this: ColumnScope
        NameEditor(name = userName, nameChange = { newName -> userName = newName })
        Welcome(userName)
    }
}

@Composable
fun NameEditor(name: String, nameChange: (String) -> Unit) {...}

@Composable
fun Welcome(name: String) {...}
```

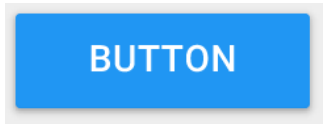
Entry point to Compose world

- When the app launches it creates and starts the Main Activity
- **Activity** acts as a container to load the **main UI screen**
  - Using **setContent** in the **onCreate** method

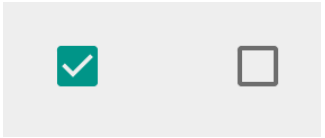
```
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            MyAppTheme {
                Surface(color = MaterialTheme.colors.background) {
                    Greeting("Android")
                }
            }
        }
    }
}

@Composable
fun Greeting(name: String) {
    Text(stringResource(R.string.hello, name))
}
```

UI Components

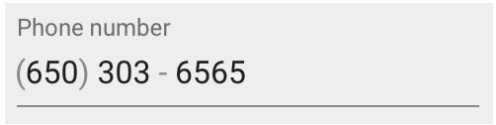
Button



CheckBox



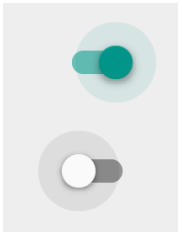
TextField

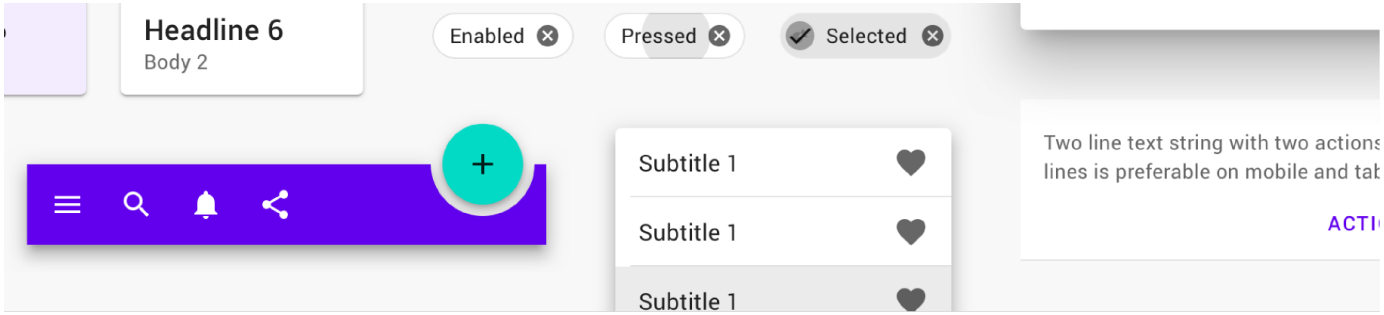


RadioButton

Slider

Switch





Back

Full list available at this link

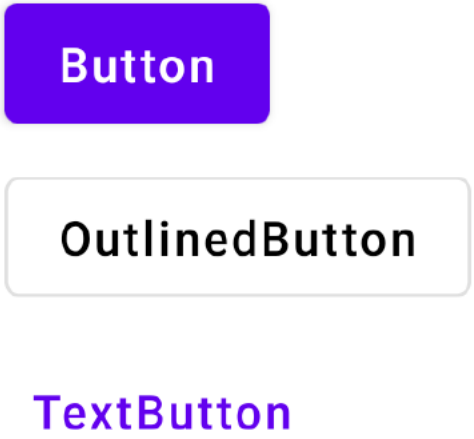
Text box

```
@Composable
fun Number(value: Int) {
    Text(
        text = value.toString(),
        fontSize = 20.sp,
        modifier = Modifier
            .size(40.dp)
            .background(Color.Black)
    )
}
```

Button


```
Button(
    text = "Button",
    icon: Icon? = myIcon,
    textStyle = TextStyle(...),
    spacingBetweenIconAndText = 4.dp,
    ...
)
```

```
Button(onClick = {}) {
    Text("Button")
}

OutlinedButton(onClick = {}) {
    Text("OutlinedButton")
}

TextButton(onClick = {}) {
    Text("TextButton")
}
```

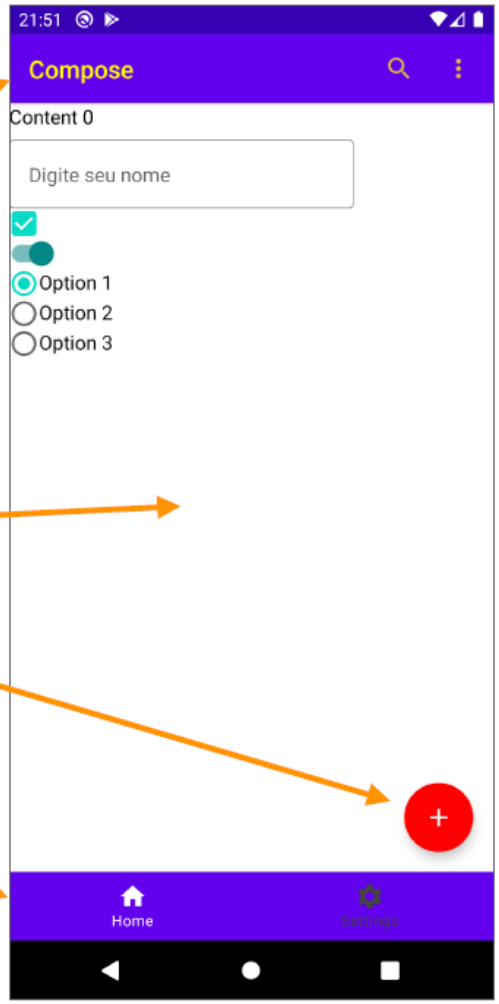


Image

```
Image(painter =
    painterResource(R.drawable.img_compose_logo),
    contentDescription = "Jetpack compose logo",
    modifier = Modifier.sizeIn(maxHeight = 300.dp))
```

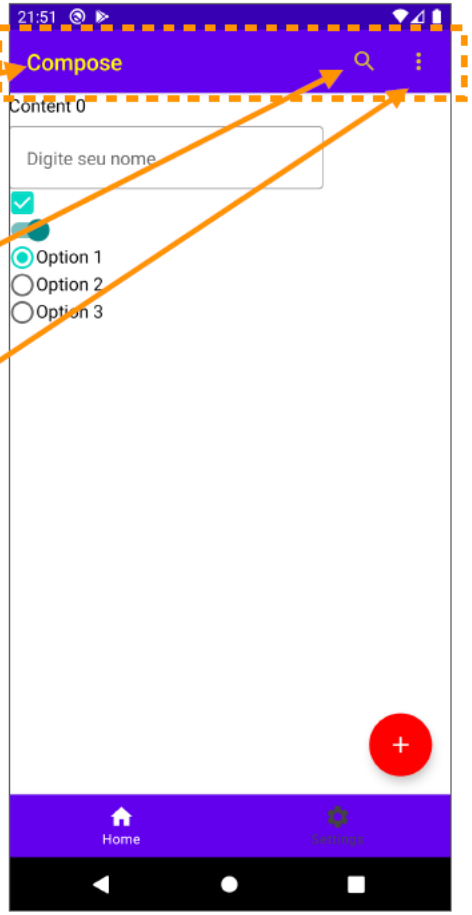
Scaffold

```
Scaffold(
    topBar = {...},
    floatingActionButton = {...},
    bottomBar = {...}
) {...}
```



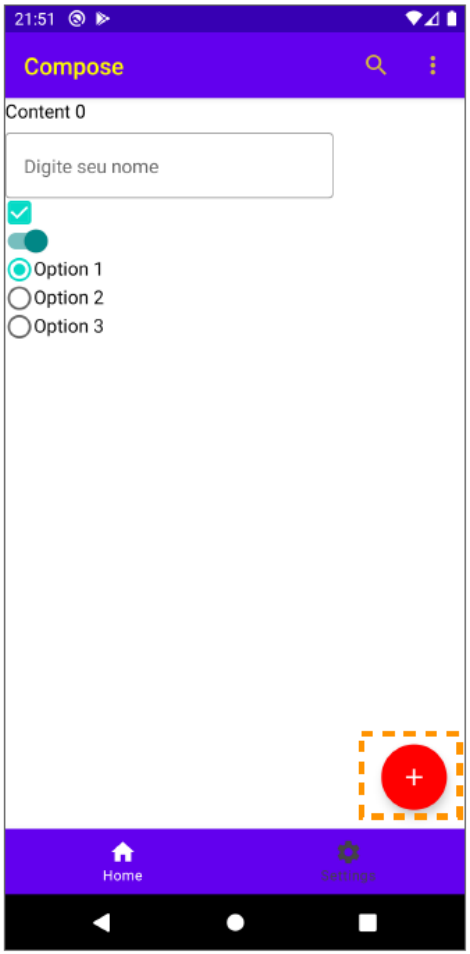
TopAppBar

```
TopAppBar(
    title = { Text(text = "Compose") },
    backgroundColor = MaterialTheme.colors.primary,
    contentColor = Color.Yellow,
    actions = {
        IconButton(onClick = {}) {
            Icon(Icons.Default.Search, "Search")
        }
        IconButton(
            onClick = { … }
        ) {
            Icon(Icons.Filled.MoreVert, "More")
            DropdownMenu(…)
        }
    }
)
```



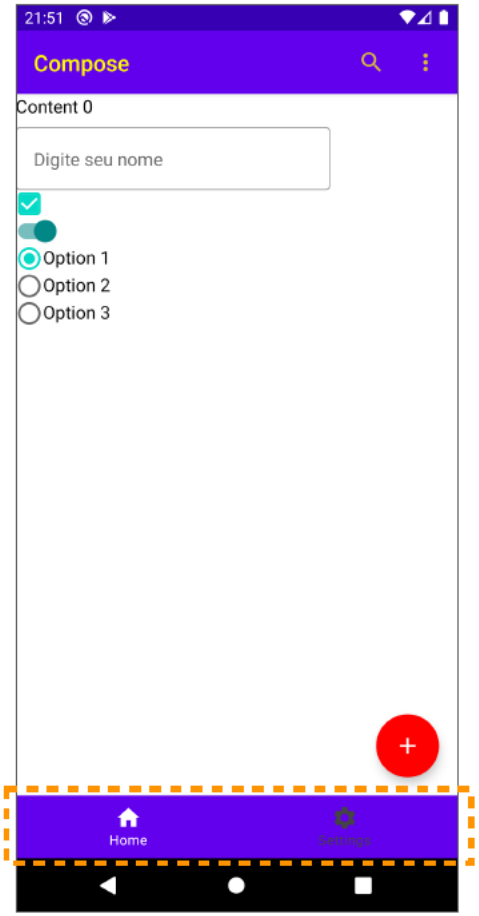
FloatingActionButton

```
FloatingActionButton(
    onClick = { … },
    backgroundColor = Color.Red,
    contentColor = Color.White
) {
    Icon(Icons.Filled.Add, "Add")
}
```



BottomAppBar

```
BottomAppBar(
    backgroundColor = MaterialTheme.colors.primary,
    content = {
        BottomNavigationItem(
            icon = { Icon(Icons.Filled.Home) },
            selected = selectedTab == 0,
            onClick = { selectedTab = 0 },
            selectedContentColor = Color.White,
            unselectedContentColor = Color.DarkGray,
            label = { Text(text = "Home") }
        )
        BottomNavigationItem(…)
    }
)
```



Material Design Components

- Using MDC to make your app look great easily

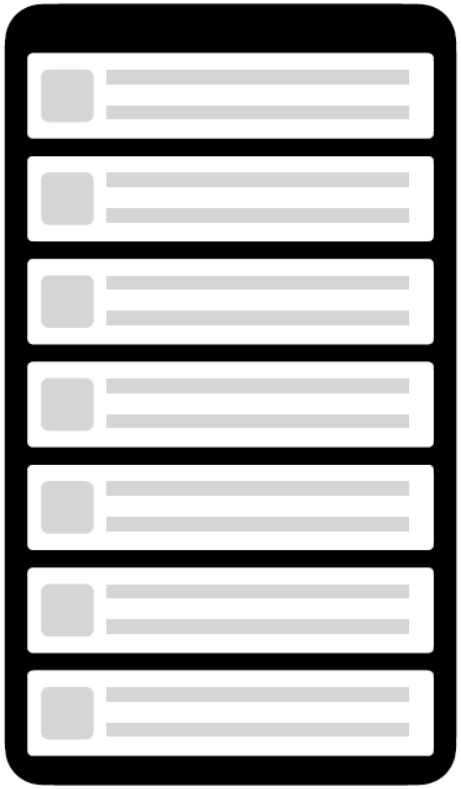
https://material.io/components

  - Float labels – TextInputLayout
  - FloatingActionButton
  - NavigationDrawer
  - Toolbar
  - CardView
  - TabLayout
  - BottomNavigation
  - BottomSheet
  - Snackbar

AlertDialog

- TBD

List



```
@Composable
fun SurahsList(surahs: List<Surah>) {
    Column(modifier =
     Modifier.verticalScroll(rememberScrollState())
    ) {
        if (surahs.isEmpty()) {
            Text("Loading surahs failed.")
        } else {
            surahs.forEach {
                SurahCard(surah = it)
            }
        }
    }
}
```

List in Compose (with index)

```
@Composable
fun UserListScreen(users: List<User>) {
    LazyColumn(
        modifier = Modifier.fillMaxSize()) {
        item {
            Text("Header",
                Modifier.fillMaxWidth().padding(8.dp)
            )
        }
        itemsIndexed(users) { index, user ->
            Text("${user.name} - ${user.age}",
                Modifier.fillMaxWidth().padding(8.dp)
            )
        }
    }
}
```

Modifiers

Modifiers

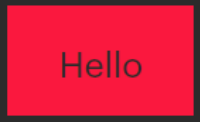
- Modifiers amend the look or behavior of UI components

e.g., provide **spacing**, **layout parameters** and **assign behavior** such as clickable

- They’re chained and the order matters!
  - Applied in a sequential way and the order impacts the behavior

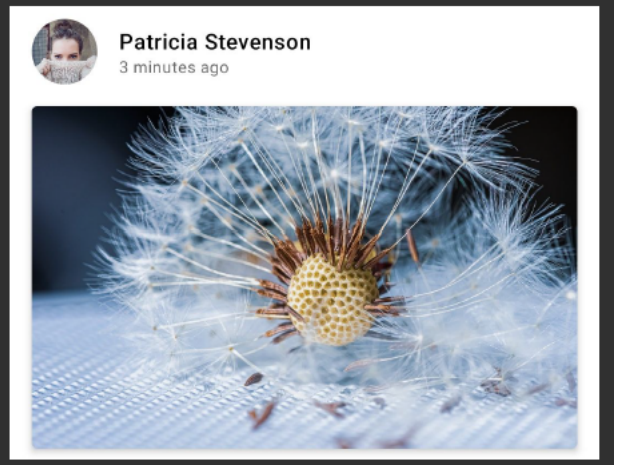
```
Text(
    text = "Hello",
    modifier = Modifier.padding(16.dp)
        .background(color = Color.Red)
)
```


```
Text(
    text = "Hello",
    modifier = Modifier.background(color = Color.Red)
        .padding(16.dp)
)
```



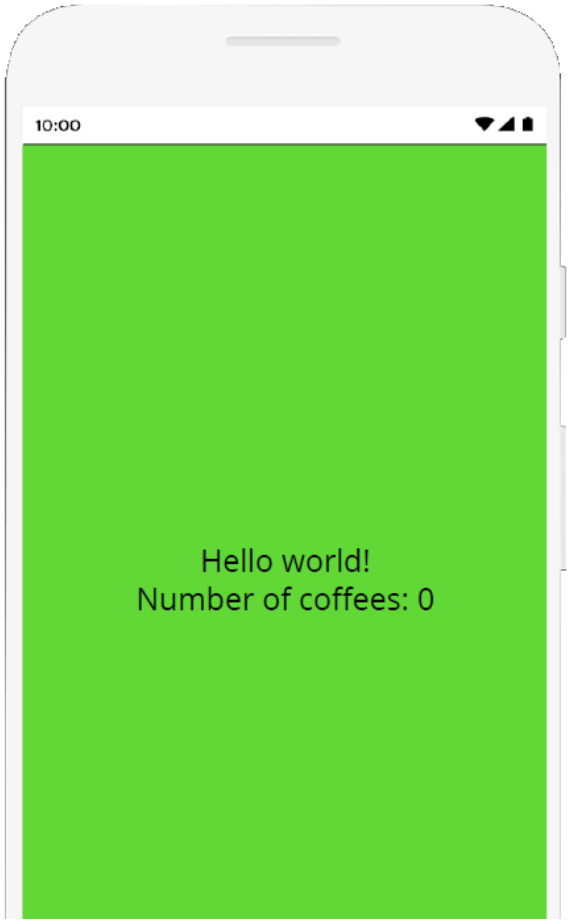
Photographer Card

```
@Composable
fun PhotographerCard(
    photographer: Photographer,
    onClick: () -> Unit
) {
    val padding = 16.dp
    Column(
        modifier
            .clickable(onClick = onClick)
            .padding(padding)
            .fillMaxWidth()
    ) {
        Row(verticalGravity = Alignment.CenterVertically) { …
}
        Spacer(Modifier.size(padding))
        Card(elevation = 4.dp) { … }
    }
}
```



Another Modifier Example

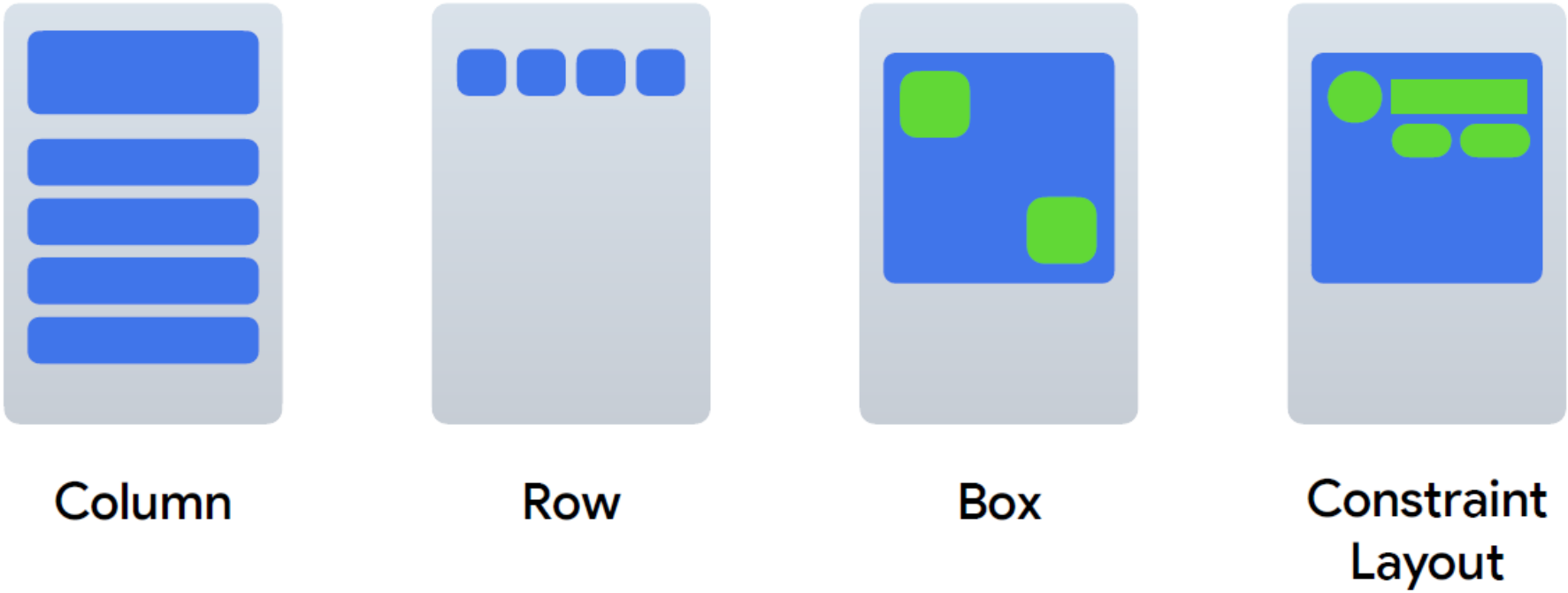
```
@Composable                                                    Kt
fun Greeting(name: String) {
  Column(
    modifier = Modifier.fillMaxSize()
                       .background(Color.Green)
                       .padding(16.dp),
    horizontalAlignment = Alignment.CenterHorizontally,
    verticalArrangement = Arrangement.Center
  ){
    Text(text = "Hello $name!")
    Text(text = "Number of coffees: 0")
  }
}
```



Layouts

Compose Layout

- Column = vertical orientation
- Row = horizontal orientation



Row & Column Example

```
@Composable
fun ArtistCard(artist: Artist) {
    Row(verticalAlignment = Alignment.CenterVertically) {
        Image(/*...*/)
        Column {
            Text(artist.name)
            Text(artist.lastSeenOnline)
        }
    }
}
```

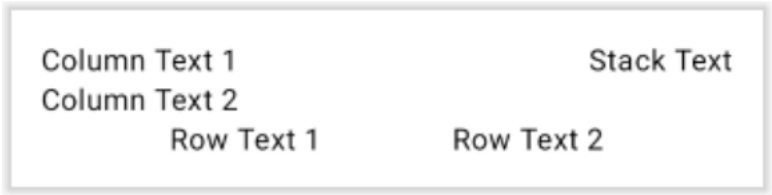
Alfred Sisley
3 minutes ago

Box Example

```
@Composable
fun ArtistAvatar(artist: Artist) {
    Box {
        Image(/*...*/)
        Icon(/*...*/)
    }
}
```

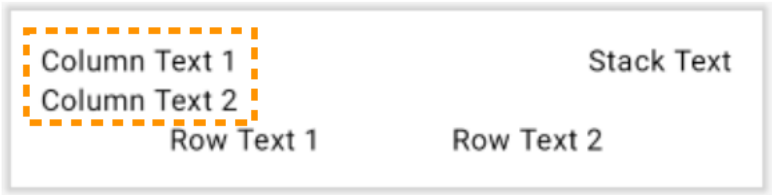
Box Example (1 of 4)

```
Box(modifier = Modifier.fillMaxWidth()) {
    Column(
        modifier = Modifier
            .padding(16.dp)
            .fillMaxWidth()
    ) {
        Text("Column Text 1")
        Text("Column Text 2")

        Row(
            modifier = Modifier.fillMaxWidth(),
            horizontalArrangement = Arrangement.SpaceEvenly
        ) {
            Text(text = "Row Text 1")
            Text(text = "Row Text 2")
        }
    }
    Text(
        "Stack Text",
        modifier = Modifier
            .align(Alignment.TopEnd)
            .padding(end = 16.dp, top = 16.dp)
    )
}
```



Box Example (2 of 4)

```
Box(modifier = Modifier.fillMaxWidth()) {
    Column(
        modifier = Modifier
            .padding(16.dp)
            .fillMaxWidth()
    ) {
        Text("Column Text 1")
        Text("Column Text 2")

        Row(
            modifier = Modifier.fillMaxWidth(),
            horizontalArrangement = Arrangement.SpaceEvenly
        ) {
            Text(text = "Row Text 1")
            Text(text = "Row Text 2")
        }
    }
    Text(
        "Stack Text",
        modifier = Modifier
            .align(Alignment.TopEnd)
            .padding(end = 16.dp, top = 16.dp)
    )
}
```

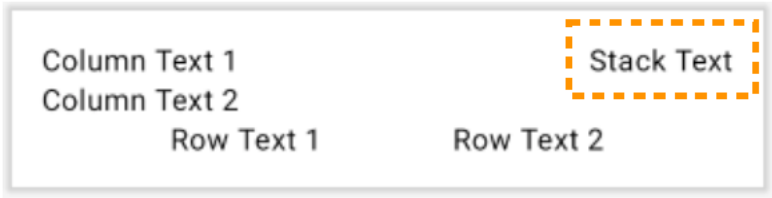


Box Example (3 of 4)

```
Box(modifier = Modifier.fillMaxWidth()) {
    Column(
        modifier = Modifier
            .padding(16.dp)
            .fillMaxWidth()
    ) {
        Text("Column Text 1")
        Text("Column Text 2")

        Row(
            modifier = Modifier.fillMaxWidth(),
            horizontalArrangement = Arrangement.SpaceEvenly
        ) {
            Text(text = "Row Text 1")
            Text(text = "Row Text 2")
        }
    }
    Text(
        "Stack Text",
        modifier = Modifier
            .align(Alignment.TopEnd)
            .padding(end = 16.dp, top = 16.dp)
    )
}
```

Box Example (4 of 4)

```
Box(modifier = Modifier.fillMaxWidth()) {
    Column(
        modifier = Modifier
            .padding(16.dp)
            .fillMaxWidth()
    ) {
        Text("Column Text 1")
        Text("Column Text 2")

        Row(
            modifier = Modifier.fillMaxWidth(),
            horizontalArrangement = Arrangement.SpaceEvenly
        ) {
            Text(text = "Row Text 1")
            Text(text = "Row Text 2")
        }
    }
    Text(
        "Stack Text",
        modifier = Modifier
            .align(Alignment.TopEnd)
            .padding(end = 16.dp, top = 16.dp)
    )
}
```



State

State

- State = value that can change overtime
- State variable must be declared as

```
remember { mutableStateOf(...) }
```

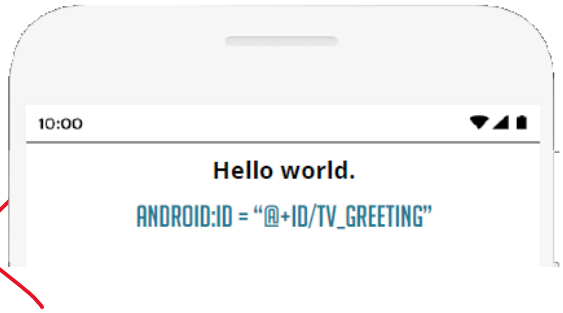
  - **Remember** in the composable memory to hold the state
  - State variable **are observed** by the Jetpack compose runtime
    Any value changed in the state will trigger UI recomposition
    - UI update is handled by the Jetpack compose runtime not by the developer
    - Every place a state variable is displayed is guaranteed to be auto-updated

```
var nameState by remember { mutableStateOf("") }
TextField(
    value = nameState,
    label = { Text("Name") },
    onValueChange = { s: String ->
        nameState = s
    }
)
```

Imperative UI vs. Declarative UI

- Imperative UI

```
TextView greetings = (TextView) findViewById(R.id.tv_greeting)
greetings.text = “Hello world.”
```



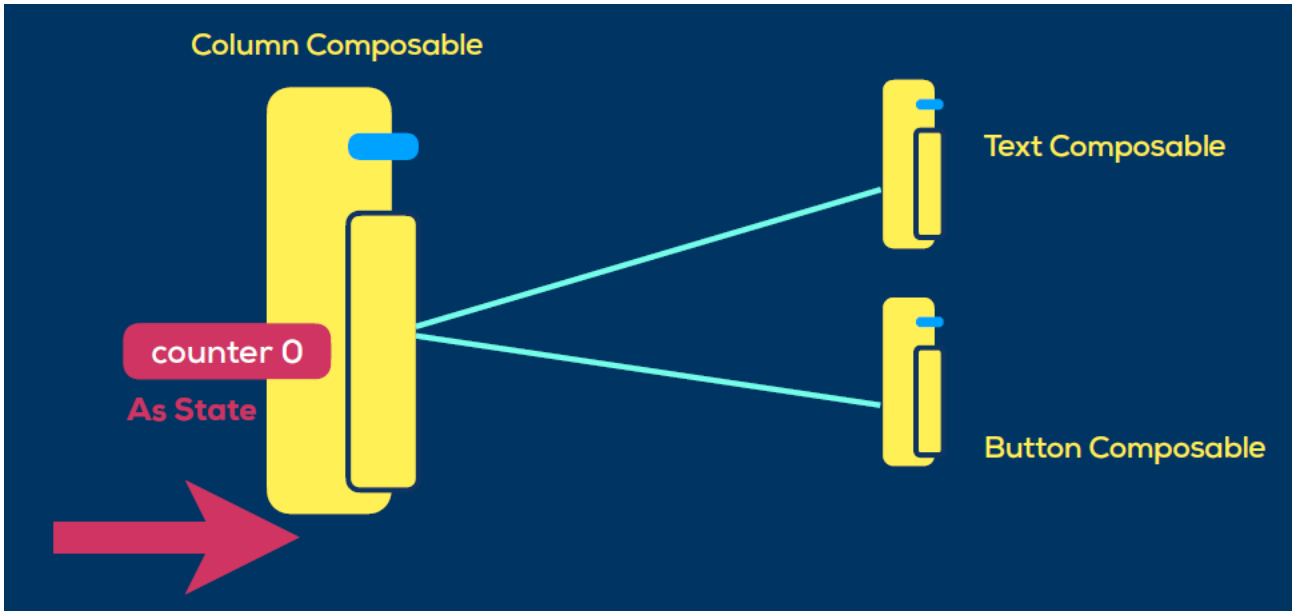
- UI in Compose is immutable
  - In compose you cannot access/update UI elements directly (as done in the imperative approach)
  - The only way to update the UI is by updating the state variable(s) used by the UI elements
    - E.g., displayed ***greeting text*** can only be changed by updating the ***name*** state variable

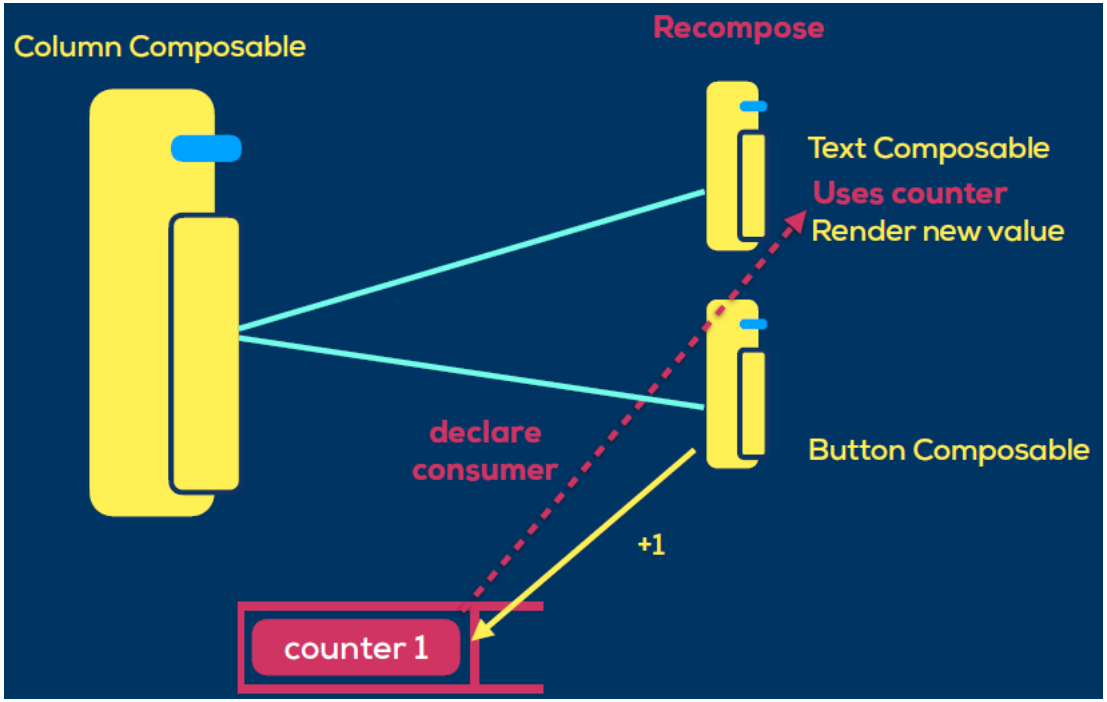
```
@Composable
fun WelcomeScreen() {
    var name by remember { mutableStateOf("Android") }
    Greeting(name)
}
```

```
@Composable
fun Greeting(name: String) {
  Text(text = "Hello $name!")
}
```

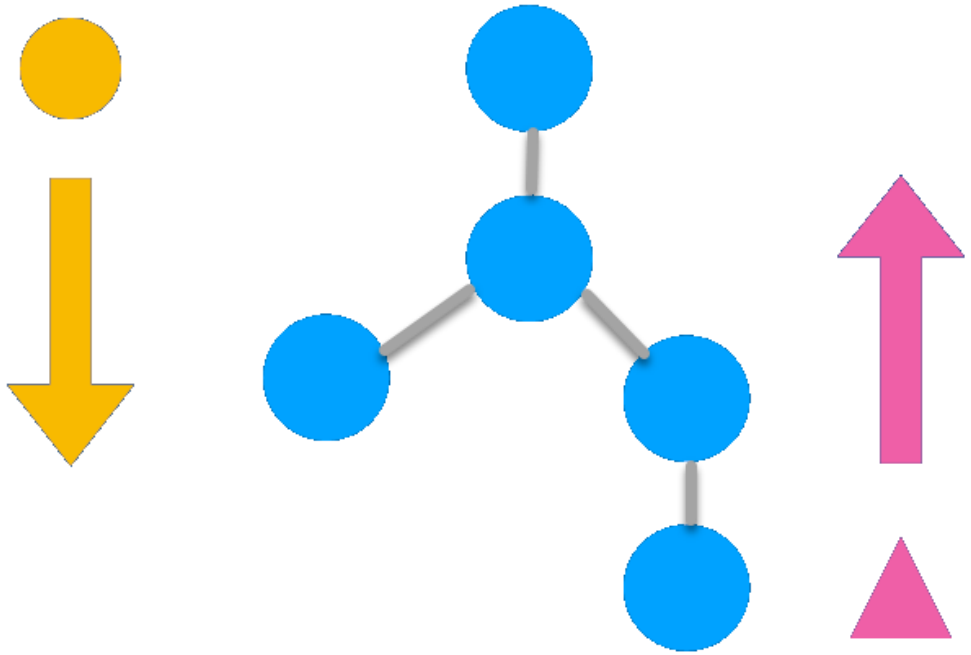
State Hoisting

- Extract the state from the composable, move it to the caller of the composable
- & pass it to the composable as an immutable parameter, along with functions as parameters to represent events


Column Composable
Text Composable
counter 0
As State
Button Composable


Column Composable
Recompose
Text Composable
Uses counter
Render new value
declare
consumer
Button Composable
+1
counter 1

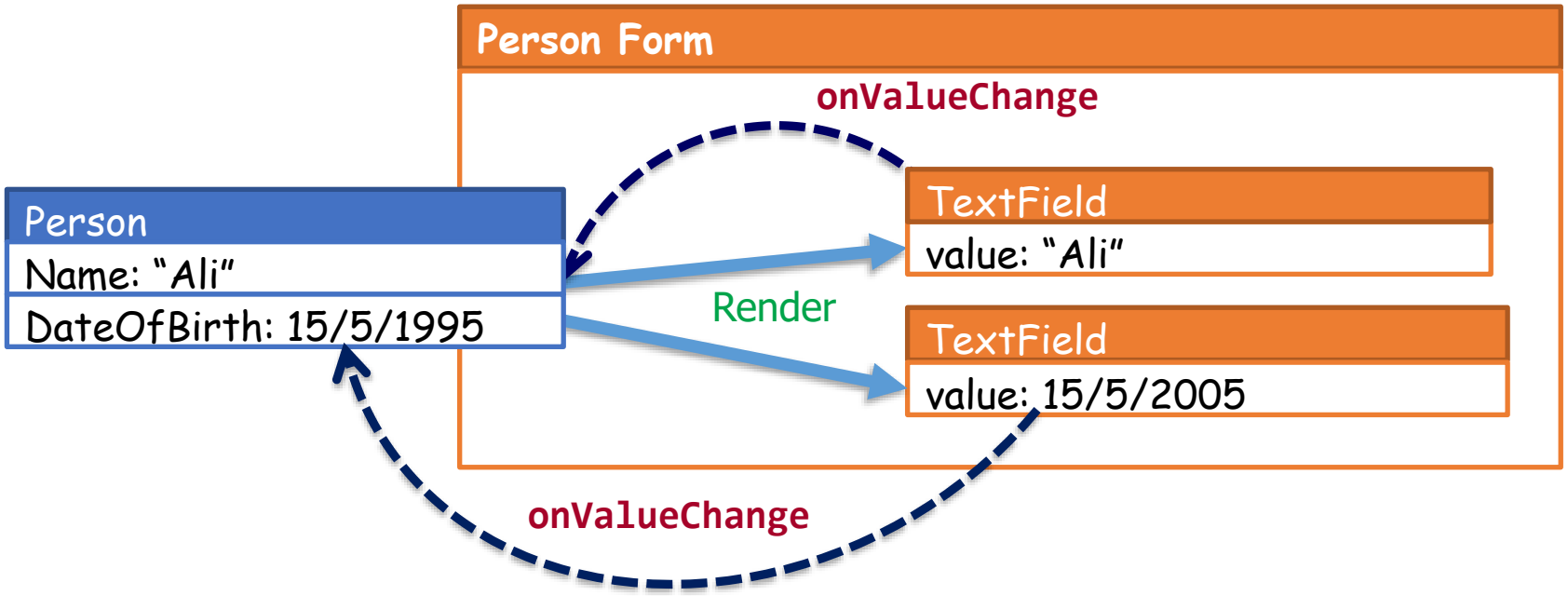
Unidirectional Data Flow



State flows down via parameters

(State change) Events flow up via callbacks

Unidirectional Data Flow

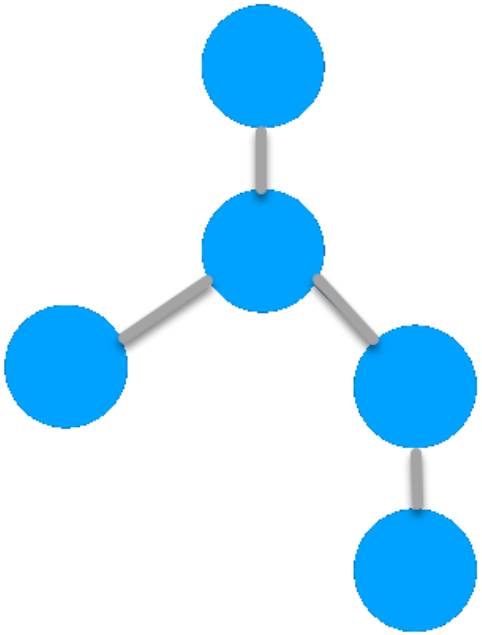


Recomposition

- In an imperative UI model, to change a view, you call a setter on the view to change its internal state.
- In Compose, you call the composable function again with new data. Doing so causes the function to be recomposed--the view emitted by the function are redrawn, if necessary, with new data.
  - The Compose framework can intelligently recompose only the components that changed

How recomposition works

1. Creates an abstract representation of the UI and renders it
2. When a change occurs, it creates a new representation
3. Computes the differences between the two representations
4. Renders the differences [if any]



For more details about Jetpack Compose Runtime, watch this video

Summary

- Declarative UI is the trend for UI development
- UI is composed of small reusable components
- UI Component = Composable function
- UI in Compose is immutable
- It only accepts state & expose events
- Unidirectional data flow pattern:
  - State flows down via parameters
  - Events flow up via callbacks

Resources

- Jetpack compose tutorial

https://developer.android.com/jetpack/compose/tutorial

- Jetpack compose Code Labs

https://developer.android.com/courses/pathways/compose

- Jetpack Compose Playground - UI component examples

https://foso.github.io/Jetpack-Compose-Playground/

https://github.com/Foso/Jetpack-Compose-Playground

- Compose Samples

https://github.com/android/compose-samples